

The Virtual FishTank is a simulated aquatic environment featuring a 400-square-foot tank populated by whimsical and dynamic fish.

Participants can:

- Create their own fish.
- Design behaviors for their fish.
- Observe their fish interacting with other fish.
- Manipulate behavioral rules for a group of fish.
- Discover how these behaviors can emulate schooling.
- Analyze emerging patterns.

Through real-time 3D graphics, visitors are introduced to ideas from the sciences of complexity – ideas that explain not only ecosystems, but also economic markets, immune systems, and traffic jams. In particular, visitors learn how complex patterns arise from simple rules. The first version of Virtual FishTank opens at The Computer Museum in Boston in June 1998. A second version will travel nationally to other science museums and aquariums.

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